



2015 Season Official Rules

Table of Contents

| | | |
|-----|---|----|
| 1. | Team Member Eligibility | 6 |
| 1.1 | Player Age | 6 |
| 1.2 | Regional Residency Requirement | 6 |
| 1.3 | Work Eligibility | 9 |
| 1.4 | No Riot Employees | 9 |
| 2. | Payments to Teams and Players; Prizes | 10 |
| 2.1 | Team Fees | 10 |
| 2.2 | Player Compensation | 10 |
| 2.3 | Event Prizes | 10 |
| 3. | Team Ownership and Roster Rules | 11 |
| 3.1 | Team Ownership Restriction | 11 |
| 3.2 | Roster Requirements | 12 |
| 3.3 | Head Coach | 13 |
| 3.4 | Roster Submission | 13 |
| 3.5 | Substitutions | 14 |
| 3.6 | Team Names, Team Tags, and Player Names | 14 |
| 3.7 | Sponsorships | 14 |
| 4. | Discretionary Player Substitutions | 16 |
| 4.1 | General Player Substitution Rules | 16 |
| 4.2 | Player Trades | 17 |
| 4.3 | Free Agent Signings | 19 |
| 4.4 | Promotion of Reserve Players | 21 |
| 5. | Player Equipment | 23 |
| 5.1 | LCS-Provided Equipment | 23 |
| 5.2 | Player-Owned or Team-Owned Equipment | 23 |
| 5.3 | Replacement of Equipment | 24 |
| 5.4 | Player and Coach Apparel | 24 |
| 5.5 | Computer Programs & Usage | 25 |
| 5.6 | Client Accounts | 25 |
| 5.7 | Audio Controls | 25 |
| 5.8 | Equipment Tampering | 25 |

| | | |
|------|--|----|
| 6. | Venue, Competition Area Layout, and Schedule | 26 |
| 6.1 | General Venue Access..... | 26 |
| 6.2 | Match Area..... | 26 |
| 6.3 | Warm-up Area..... | 26 |
| 6.4 | Other Team Member Areas | 26 |
| 7. | League Structure | 27 |
| 7.1 | Definition of Terms | 27 |
| 7.2 | Schedule | 27 |
| 7.3 | Phase Details..... | 28 |
| 8. | Match Process..... | 35 |
| 8.1 | Changes to Schedule | 35 |
| 8.2 | Arrival at Studio | 35 |
| 8.3 | Role of Referees..... | 35 |
| 8.4 | Competitive Patch & Tournament Realm | 36 |
| 8.5 | Pre-Match Setup | 36 |
| 8.6 | Game Setup..... | 37 |
| 8.7 | Pick / Ban Phase & Side Selection | 39 |
| 9. | Game Rules | 43 |
| 9.1 | Definition of Terms | 43 |
| 9.2 | Game of Record | 43 |
| 9.3 | Stoppage of Play | 43 |
| 9.4 | Game Restart | 45 |
| 9.5 | Awarded Game Victory | 46 |
| 9.6 | Post-Game Process | 47 |
| 9.7 | Post-Match Process..... | 47 |
| 10. | Player Conduct | 48 |
| 10.1 | Competition Conduct..... | 48 |
| 10.2 | Unprofessional Behavior..... | 50 |
| 10.3 | Association with Gambling..... | 53 |
| 10.4 | Subjection to Penalty | 53 |
| 10.5 | Penalties..... | 53 |
| 10.6 | Right to Publish | 54 |

| | | |
|------|-----------------------------|----|
| 11. | Spirit of the Rules | 55 |
| 11.1 | Finality of Decisions | 55 |
| 11.2 | Rule Changes..... | 55 |

Introduction and Purpose

These Official Rules (“**Rules**”) of the League of Legends Championship Series (“**LCS**”) apply to each of the teams who have qualified to play in the LCS in 2015, as well as their head coach, managers, owners, Starters, Reserve players (collectively “**Team Members**”), and other employees. The 2015 Season of the LCS will be divided into two halves (“**splits**”). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament after the playoffs are conducted. The top teams from the LCS division in North America, the LCS division in Europe¹, and from other regions around the world will advance to the 2015 League of Legends World Championship. These Rules apply only to official LCS play and not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**game**”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in LCS competitive play.

These Rules are designed solely to ensure the integrity of the system established by the LCS for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

¹ “Europe” is, defined as the 47 member states of the Council of Europe, as set forth on <http://hub.coe.int/>, with the exception of Russia, Turkey, and other countries with dedicated servers. This list may be updated from time to time as servers and new regions are launched.

1. Team Member Eligibility

To be eligible to compete in the LCS, each player must satisfy all of the following conditions:

1.1 Player Age

No player shall be considered eligible to participate in any LCS-affiliated match before his or her 17th birthday, defined as having lived 17 full years. This shall not, however, prevent teams from signing Free Agents who are 16 years old, granted that they may not participate in an LCS match until they turn 17.

1.2 Regional Residency Requirement

1.2.1 Resident Defined. For purposes of this Rule 1.2, a player is deemed to be a "Resident" of a region if such player has legally resided and been primarily present in such region for no less than twenty-four months out of the thirty-six months immediately prior to such players' participation in the first game of the applicable tournament (i.e., a match in the World Championship Event, LCS, or Challenger Series).

1.2.2 Certification of Residency. All players shall certify their residency upon participation in the World Championship Event, the NA and EU LCS, and the NA and EU Challenger Series by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and LCS shall not be responsible for the disclosure of any personal information by player to LCS. Each player consents to the processing and or transfer of any such information by the LCS for administrative purposes. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 10.2, and the disciplinary measures in Rules 10.5 and 10.6 shall apply.

1.2.3 Proof of Residency. Any player over eighteen years of age may prove residency by the provision of documentary evidence sufficient to demonstrate actual residence in the region in which he or she

wishes to play. Such documentary evidence may be in the form of one or more examples of:

i. **Government Issued Documentation.** A player may prove residency by providing copies of a government benefits records distributed over time, military or draft registration papers or other government-issued records or identification that demonstrate residency.

ii. **Private Documentation.** A player may prove residency by providing copies of school records, deeds, leases, homeowners association documents, utility bills (such as gas, water, electricity, cable, or telephone, provided that all show levels of use consistent with actual residency), bank records and statements, tax returns, insurance documents, medical records and employment records.

1.2.4 Residency of Minors. Players who are below eighteen years of age may prove residency by either:

i. **School Records.** A player may prove residency by providing proof of full-time attendance at school in the region, including by providing copies of report cards, enrollment documentation, or attendance records certified by school officials; or

ii. **Parents' Records.** A player may prove residency by (i) providing documentary evidence of the parent-child relationship, such as a birth certificate that lists the names of parents, and (ii) proof that one parent lives in the region, which may be demonstrated by provision of documentary evidence sufficient to prove residency as specified in Rule 1.2.3, above.

1.2.5 Starters. For purposes of Rule 1.2, as stated in Rule 3.2, a "Starter" is defined as one of the five players established in the Team's starting lineup for any given game.

1.2.6 World Championship Event. The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents or exempt non-Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while

promoting fair play and robust competition for all participants in this global competition.

- 1.2.7 NA and EU LCS.** The NA and EU LCS, including the NA and EU regular season and all matches leading up to the regional playoffs, are designed to identify the teams that will represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the LCS and LCS-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the LCS in which they play.
- 1.2.8 NA and EU Challenger Series.** The NA and EU Challenger Series, including the NA and EU Challenger Series regular season and all matches leading up to the Promotion Tournament, are designed to identify the teams from the NA and EU that will be promoted to the NA and EU LCS and thereby have an opportunity to represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the Challenger Series and Challenger Series-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the Challenger Series in which they play.
- 1.2.9 Implementation of Rule Change; Grandfathering.** Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an "exempt non-resident", which allows such a player to count towards the three Residents required pursuant to Rules 1.2.6, 1.2.7, and 1.2.8. Once an exempt non-resident has met the Residency requirement, that player will be considered a Resident. A player cannot simultaneously count as a Resident for one region and as an exempt non-Resident for another region. A player can choose to waive his exempt non-Resident status in favor of counting as a Resident for another region before December 31, 11:59 pm PST 2014. In the event that a team has two or more exempt non-Resident players as Starters, they will not be permitted to add any additional non-exempt non-Residents as Starters.
- 1.2.10 Substitutes:** All teams will be required to maintain at least one Resident player as a substitute at any given time. At no point in time

will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.

- 1.2.11 Losing Residency:** For purposes of this Rule 1.2, a player who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such player has been primarily present in another region for 24 months.

1.3 Work Eligibility

Each head coach and player must submit proof that, at the time of any LCS-affiliated match the head coach or player wishes to participate in, he/she will be (a) a legal resident of a country in their region as per the laws of that region, and (b) work-eligible in the United States (for NA coaches and players) or Germany (for EU coaches and players).

1.4 No Riot Employees

Team Members may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the LCS regular season or playoffs. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Payments to Teams and Players; Prizes

2.1 Team Fees

Each team that has qualified to compete in the 2015 Season shall receive compensation from the LCS (“**Team Fees**”) for participation in accordance with the individual agreements between LCS and the team (each, a “**Team Agreement**”).

2.2 Player Compensation

Each team must distribute the required Minimum Player Compensation (\$12,500/€10,000 per starting player per split during the 2015 season) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€10,000 per split). If a player’s status as a starter changes during the course of a split, or the head coach is replaced or absent, said player or coach shall be entitled to a *pro rata* share of the Minimum Player Compensation on a per-game basis (calculated as a ratio of the number of regular-season LCS games in which the player competed as a starter, or the number of regular-season games actually coached by the head coach, divided by the total number of regular-season games played by the team during the split). Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.

2.3 Event Prizes

During the playoffs at the end of the Spring Split and the Summer Split and during the World Championship, teams shall have the opportunity to earn prize money based on their level of performance in those events.

3. Team Ownership and Roster Rules

3.1 Team Ownership Restriction

When a team qualifies from the Challenger Series, the LCS will recognize the organization as the owner of the LCS spot. If the team were comprised of individual players, they will need to form an organization before being able to claim their LCS spot. No Team Owner or Team Manager or Affiliate of an Owner may own or control, directly or indirectly, or have a direct (e.g., ownership) or indirect (e.g., a contractual arrangement) financial interest, or be an employee or contractor of, more than one League of Legends team in a professional eSports league. Any buyback provision, right of first purchase, or similar interest in a team shall be treated as a controlling interest in such team for the purposes of enforcing ownership restrictions.

An LCS team may own one team within their region's Challenger Series. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during the most recent CS, was owned by the same company, individual, or other legal entity.

For purpose of clarification, the North American League of Legends Championship Series, the European League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a team to the League of Legends World Championships, are considered professional eSports leagues.

For the purpose of this rule set, a team is considered to be "Professional" upon winning the match to qualify into said highest division or tier. If an Owner or Affiliate of Owner is found to have any financial interest or benefit or any level of influence in another team, he/she will be required to immediately divest said interest in one of the two teams and may be subject to punishment by the LCS.

The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the LCS. Team Owner agrees that it will not contest any final determination of the League in connection therewith.

Changes in Ownership and Sponsors with naming rights may only occur between Splits, meaning after the most recent Playoffs and Promotion Matches but before the start of the following Split.

3.1.1 Sale of Sponsorships and Related Issues

Any Team Manager may only sell or manage sponsorships or brand elements for the team with which he or she is affiliated. The Team Owner may not provide any ownership interests in the Team Owner or team or any brand elements thereof to any third party person or entity who engages in the business of selling or managing of LCS or “Challenger Series” eSports teams.

No person or entity may hold the naming right to more than one LCS team at a time. A sponsor that holds naming rights to a team may not sponsor other teams in the league in any capacity.

3.1.2 Sale of Sponsorships Cooldown Provision

Any person or entity who engages in the sale or management of sponsorships for multiple LCS teams during the course of an LCS split may not hold a controlling interest in any LCS or Challenger Series team for a period of no less than two years following the last day of the LCS split during which he/she represented multiple teams.

3.2 Roster Requirements

Each team is required to maintain, at all times during the LCS, one General Manager (“**GM**”), one head coach, five players in the starting lineup (“**Starters**”), and between two and five substitute players (“**Reserves**”) (collectively, the “**Active Roster**”). No individual may simultaneously hold two or more of the roles listed above. All players on the Active Roster must currently hold a ranked solo ranking of Diamond or above. Changes to the Active Roster may occur as described in Section 4 below.

The Active Roster will be displayed on lolesports.com. The Active Roster on the website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of LCS officials.

All Starters must have a written contract with the team they are playing for. To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement (“**Summary Sheet**”) for each player they wish to designate as under contract. For the purpose of clarity, teams may contract with their reserves before they become Starters (if ever), but

are only required to submit the Summary Sheet for any player who will be starting a game.

No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the LCS and/or any aspect of the Challenger Series (including play-in) in the last two completed Splits. A Challenger Series team that wins its match must play at least 3 members of the active roster that earned the spot in the LCS in the first game of the split.

3.3 Head Coach

Each team will be required to have a designated head coach. The head coach will be listed on Lolesports.com. The head coach cannot be a starting player, substitute player, active player on a challenger series team, owner, and/or manager for a professional team or a challenger team. The coach can only represent one organization. The coach will be required to be on-site for every game that the team participates in. If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. If a coach is not present on-site, then the team is subject to penalties.

3.4 Roster Submission

At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least two reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a GM selects to modify the Active Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.

If a request is submitted too late for LCS to make reasonable arrangements for a new player to travel to an LCS match, LCS may, at their discretion, hold the team responsible for the incremental costs of such player's travel, regardless of any other rules to the contrary. LCS reserves the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request.

The Submission must also include all personal information requested about the Team and Team Members by LCS officials. This shall include the Team Members' In-Game Names (along with desired spelling and capitalization thereof), as well as the formal spelling of the Team name.

3.5 Substitutions

Requests to modify a starting lineup for the team's games on a regular season week may not be submitted any later than 72 hours prior to the start of that broadcast and/or webcast. Changes to the starting lineup within a series are not allowed.

In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. LCS officials will determine if an event qualifies as an emergency.

3.6 Team Names, Team Tags, and Player Names

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

All Team Tags, Team Names, and Summoner Names must be approved by LCS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by LCS officials prior to use in an LCS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional LCS game of the week. LCS officials have the ability to deny a team name if it does not reflect the professional standards sought by the LCS and the team will be required to change their name.

3.7 Sponsorships

An LCS team has the ability to acquire sponsors throughout the LCS. Sponsorship acquisition is unrestricted. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of LoL, adjacent to LoL related material, the LCS, or any Riot-affiliated events. The LCS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

- 3.7.1** Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.
- 3.7.2** Non-“over-the-counter” drugs
- 3.7.3** Account sharing/skin selling websites
- 3.7.4** Firearms, handguns, or ammunition providers
- 3.7.5** Websites displaying or related to pornographic imagery or products
- 3.7.6** Products or services from direct competitors
- 3.7.7** Tobacco products

4. Discretionary Player Substitutions

LCS teams are authorized to use three methods to make discretionary player substitutions: (1) trading players with other LCS teams; (2) signing (or releasing) free agents; and (3) promoting players from the team's Reserves to the team's Starters (and vice-versa). All substitutions shall be made subject to the requirements of Section 2.2.

4.1 General Player Substitution Rules

- 4.1.1 No Effect on Contractual Obligations.** Each team shall be responsible for making any and all payments to its players which are required by its Player Agreements. No discretionary player substitution shall relieve an LCS team of its contractual obligation to pay each starting player the Minimum Player Compensation, as defined in Section 2.2.
- 4.1.2 No Contract Violations.** No discretionary player substitution which violates any provision of a Player Services Agreement shall be effective, and the GM of the team attempting to trade or head coach attempting to demote a player shall have the responsibility to ensure that all proper approvals are sought and procured before the substitution would be considered to take effect.
- 4.1.3 Full Roster Requirement.** No discretionary player substitution shall relieve an LCS team of the requirement that to maintain an Active Roster of five Starters and between two and five Reserve players at all times during the Regular Season.
- 4.1.4 Scope of Policy.** This Section is intended only to govern discretionary player substitutions by GMs and does not address mandatory player substitutions which may be required by LCS as a result of the death or disability of an LCS player or the suspension or banning of a player by LCS as a result of the violation of these Rules.
- 4.1.5 Summary Sheet.** Any substitution that would result in a team designating a Player as a Starter who has not held that position previously must be accompanied by the submission of a Summary Sheet and Eligibility Form (if one of each is not already on file for the current competitive season) before said Player is considered eligible to play.

- 4.1.6 Player Acquisition Restriction.** Any player who leaves or is removed from an LCS Active Roster (for any reason) may not re-join that Active Roster as a result of a later trade, free agent signing, or any other type of transaction until a minimum of at least three (3) weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the Active Roster.

4.2 Player Trades

An LCS team may trade players with other LCS teams, as follows:

- 4.2.1 Quantity.** There is no maximum total number of players who may be traded per split or per season. Per Section 3.2, however, no team may trade for more than 2 players of another LCS team.
- 4.2.2 Timing.** Trades may be made effective as early as the Trade Start Date and must become effective no later than the Trade Deadline date, as set forth below:

| | Trade Start Date (all times are 12:00:00 am Pacific time) | | Trade Deadline (all times are 11:59:59 pm Pacific time) | |
|--------------|--|---------------------------------|--|-------------------------------|
| | NA | EU | NA | EU |
| Spring Split | October 20 th , 2014 | October 20 th , 2014 | March 16 th , 2015 | March 16 th , 2015 |
| Summer Split | April 28 th , 2015 | April 28 th , 2015 | July 13 th , 2015 | July 13 th , 2015 |

4.2.3 Asymmetrical Trades

- 4.2.3.1** Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2).
- 4.2.3.2** Players may be traded according to any formula or ratio (e.g., 2-for-1, 3-for-2).
- 4.2.3.3** A trade may exchange one or more Starters for one or more Reserve players, without limitation.
- 4.2.3.4** Trade transactions are not limited to two teams per transaction. A trade deal may include players from two or more LCS teams, without limitation. An example of a three-team trade (a “Triangular Trade”):
- 4.2.3.4.1** Team A trades Player X to Team B.
 - 4.2.3.4.2** Team B trades Player Y to Team C.
 - 4.2.3.4.3** Team C trades Player Z to Team A.

4.2.4 Trades for Cash

4.2.4.1 Players may be traded from one team to another in exchange for a payment of cash or other consideration, so long as such transaction does not violate any other Rule(s). Hybrid transactions, where a player is traded in exchange for a combination of one or more players plus cash and/or other consideration, is also permitted.

4.2.5 Inter-Regional Trades

4.2.5.1 North American players may be traded for European players and vice-versa, subject to the eligibility requirements of Section 1.2.

4.2.5.2 Players who are residents of South Korea, China, Southeast Asia, Latin America (or other regions not included in the territory of the LCS) are not eligible for trades. Such players are, however, eligible to be considered as free agents, as defined in Section 4.3.1, and the acquisition of such players is regulated by Section 4.3, subject to the eligibility requirements of Section 1.2.

4.2.6 No Protected Players. As part of the Summary Sheet, teams are required to declare any partially protected players.

4.2.6.1 Teams and players, however, may negotiate their own “no trading” or “no assignment” deals, which, if effective and enforceable, would render such players ineligible for trades.

4.2.6.2 There are no LCS-recognized “Franchise Players” (*i.e.*, players who are ineligible for free agency and who can only change their team affiliation by either being traded or retiring).

4.2.7 Trade Eligibility. Teams may trade only players on their Active Rosters; no trading of prospective and/or unsigned players will be approved by LCS.

4.2.8 League Approval. Trade requests must be submitted to LCS by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The trade request approval process consists of LCS confirming that the trades are occurring within the approved trading window specified in Section 4.2.2 and that all eligibility and other Rules have been observed.

4.2.8.1 Trade requests must be made using the Trade Approval Request Form, attached as Exhibit A to these Rules, and must include the following information:

- 4.2.8.1.1 Names of all teams involved.
- 4.2.8.1.2 Names of all GMs involved.
- 4.2.8.1.3 Names and positions of all players involved.
- 4.2.8.1.4 Starter/Reserve status of all players involved.
- 4.2.8.1.5 Description of trades.
- 4.2.8.1.6 The amount of any compensation being paid from one team to another as a part of any trade.
- 4.2.8.1.7 Requested effective date(s) of trades.

4.2.8.2 The GM of each team involved in a trade or series of trades must sign the Trade Approval Request Form. Unsigned Trade Approval Request Forms will not be processed by LCS.

- 4.2.8.2.1 If a team attempts to trade a player who is subject to a Player Services Agreement which grants the player approval rights over trades, such player must also sign the Trade Approval Request Form.

4.2.9 Effective Date. Upon approval by LCS, trades will be considered effective immediately, unless the Trade Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any trade in a given split be later than the Trade Deadline date for that split.

4.3 Free Agent Signings.

The provisions on free agency in these Rules are designed to promote team continuity, prevent last-minute roster changes which damage team identity and cohesion, protect LCS tournament integrity, and enhance fan enjoyment of LCS tournament play. To that end, LCS has established limited periods of time or windows during which free agents can be signed. An LCS team may sign free agents as follows:

4.3.1 Definitions

4.3.1.1 Free Agent ("FA"). A Free Agent is any player eligible to participate in the LCS and either: (a) has not yet signed a valid written Player Agreement with an LCS team or (b) has been released from an LCS team or has had a contract expire without a renewal. Merely being "in negotiations" with a team does not change a Free Agent's status. Free Agents are free to sign with any LCS team, so long as they continue to meet all LCS eligibility requirements.

4.3.2 Timing - Free Agency Period

4.3.2.1 Teams may sign Free Agents only during the signing periods specified below. Teams may not add free agents to their Active Roster during any split after the Free Agent Signing Deadline in that split, as set forth below.

| | Free Agent Signing Opening (all times are 12:00:00 am Pacific time) | | Free Agent Signing Deadline (all times are 11:59:59 pm Pacific time) | |
|--------------|--|---------------------------------|---|-------------------------------|
| | NA | EU | NA | EU |
| Spring Split | October 20 th , 2014 | October 20 th , 2014 | March 16 th , 2015 | March 16 th , 2015 |
| Summer Split | April 28 th , 2015 | April 28 th , 2015 | July 13 th , 2015 | July 13 th , 2015 |

4.3.3 Full Roster Requirement. No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between two and five Reserve players during the Regular Season.

4.3.4 LCS Approval. Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.3.2 and that all eligibility and other Rules have been observed. League approval will include a behavior check that can include in-game and out of game behavior. LCS approval is required for head coaches as well as players. Teams are restricted from announcing acquisitions until the LCS Approval process is completed. This includes acquisitions of players or coaches being re-signed to the same organization.

4.3.4.1 Free agent signings must be made using the Free Agent Signing Approval Request Form, attached as Exhibit B to these Rules, and include the following information:

- 4.3.4.1.1** Names of all teams involved.
- 4.3.4.1.2** Names of all GMs involved.
- 4.3.4.1.3** Names and positions of all players involved.
- 4.3.4.1.4** Starter/Reserve status of all players involved.
- 4.3.4.1.5** Requested effective date(s) of signings.

4.3.4.2 The GM of a team involved in a free agent signing must sign the Free Agent Approval Request Form. Unsigned Free Agent Signing Approval Request Forms will not be processed by LCS. The player in question must also sign the Free Agent Approval Request Form.

4.3.5 Effective Date. If a team wishes to acquire a new player, that acquisition must be declared to an LCS official more than 72 hours before the game where the player would be utilized. LCS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the request's compliance with the Rules. Upon approval by LCS, a free agent signing will be considered effective immediately as an addition to the Active Roster, unless the Free Agent Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any free agent signing in a given split be later than the Free Agent Signing Deadline date for that split.

4.4 Promotion of Reserve Players

A head coach may promote or "bring up" a Reserve player to replace a Starter on the team's Active Roster, or, conversely, may demote or "send down" a Starter to reserve status. These changes must be made 72 hours before the first game of a regular season week, as follows:

4.4.1 Symmetry. When a head coach promotes a Reserve player to the team's starting lineup, that act must be performed simultaneously with a trade, demotion, or release of a starting player, such that there are never more than five players in a team's starting lineup.

4.4.1.1 Status of Previous Starting Player. GMs may offer players who are demoted from the team's starting lineup a spot on the team's reserve squad; if the GM chooses not to make such an offer (i.e., the GM terminates the player), or the player declines the offer, the GM may backfill the spot on the reserve squad with a Free Agent, subject to any restrictions set forth above.

4.4.2 Promotion / Demotion Between Games

4.4.2.1 A head coach may not promote or demote players within a series.

4.4.3 LCS Approval. Player promotion/demotion requests must be submitted to LCS by a team in advance, 72 hours before the first game of an LCS week. Changes must be submitted via email. If

nothing is submitted then the team will play the most recent roster. The player promotion/demotion request approval process consists of LCS officials confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.

4.4.3.1 Promotion/demotion requests must be sent to an LCS official at the designated time. The necessary information is as follows:

- 4.4.3.1.1** Name of team involved.
- 4.4.3.1.2** Name of Head Coach involved.
- 4.4.3.1.3** Names and positions of all players involved.
- 4.4.3.1.4** Starter/Reserve status of all players involved.
- 4.4.3.1.5** Requested effective date(s) of promotions/demotions.

4.4.3.2 If a team attempts to promote or demote a player who is subject to a Player Agreement which grants the player approval rights over promotions or demotions, such player must not dispute the change. If a player disputes the change then the Player Agreement will dictate the outcome.

4.4.3.3 If a team attempts to promote or demote a player who is not subject to a Player Agreement which grants the player approval rights over promotions or demotions, then the head coach of the team that is promoting or demoting the player must certify that the relevant Player Agreement authorizes the team to make the relevant promotion or demotion without the player's pre-approval.

4.4.4 **Effective Date.** Upon approval by LCS officials, promotions/demotions will be considered effective immediately, unless the player promotion/demotion approval request explicitly states a later effective date. In no event, however, shall the effective date of any promotion/demotion in a given split be later than the Player Promotion/Demotion Deadline date for that split.

5. Player Equipment

5.1 LCS-Provided Equipment

LCS officials will provide, and LCS players will exclusively use, equipment in the following categories to LCS players for all official LCS matches:

- 5.1.1** PC & Monitor
- 5.1.2** Hand Warmers
- 5.1.3** Headsets and/or Earbuds and/or Microphones
- 5.1.4** Table and Chair

At the request of an LCS player, LCS officials will provide the following categories of equipment for use in all official LCS matches:

- 5.1.5** PC Keyboards
- 5.1.6** PC Mice and cord holders
- 5.1.7** Mousepads

All LCS-provided equipment shall be chosen, selected and determined at the sole discretion of LCS.

5.2 Player-Owned or Team-Owned Equipment

Players are allowed to provide equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official LCS matches:

- 5.2.1** PC Keyboards
- 5.2.2** PC Mice and cord holders
- 5.2.3** PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their necks, so long as such second headset is a product of a Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose which is not decorative in nature. If the second headset has a microphone, it must, at all times, remain fully retracted or in the opposite of a “ready” position.

All player-owned or team-owned equipment must be submitted to LCS officials in advance for approval. Approved equipment will remain onsite with LCS officials and will only be accessible before the match. Unapproved equipment or equipment that is suspected by LCS officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use LCS-provided equipment instead.

At their discretion, LCS officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

5.3 Replacement of Equipment

If equipment or technical problems are suspected by LCS officials at any time, a player or LCS official may request a technical review of the situation. An LCS technician will diagnose and troubleshoot problems, as needed. Technicians may request that LCS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of LCS. If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by LCS officials otherwise they will be provided replacement equipment by the LCS officials.

5.4 Player and Coach Apparel

Players must wear official team uniforms during all LCS matches and pre-match and post-match interviews by the LCS. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any LCS event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 10 below, and are subject to the review and discretion of LCS officials. LCS officials will have final approval over all apparel.

Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: jeans, athletic wear, sneakers, team branded apparel, etc.

5.5 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by LCS. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers he must first ask an LCS official.

- 5.5.1 Voice Chat.** Voice chat will be provided only via the native system used in LCS-provided headsets. Use of third-party voice chat software (e.g., Skype) is not permitted. LCS officials may monitor a team's audio at the discretion of LCS.
- 5.5.2 Social Media and Communication.** It is prohibited to use LCS computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.
- 5.5.3 Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to LCS computers, for any reason.

5.6 Client Accounts

Players will have Tournament Realm accounts provided for them by LCS. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by LCS.

5.7 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. LCS officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

5.8 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from an LCS official.

6. Venue, Competition Area Layout, and Schedule

6.1 General Venue Access

Access for LCS teams to the restricted areas of venues for official LCS matches is restricted to Team Members only, unless otherwise approved, in advance, by LCS. Permission to attend LCS matches is solely at the discretion of LCS.

6.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

6.2.1 Team Managers. Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

6.2.2 Wireless Devices. Wireless devices, including mobile phones and tablets, must be powered off while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. LCS officials will collect such devices from players in the match area and return them after the end of the match.

6.2.3 Food and Drink Restrictions. No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. LCS officials will provide such containers to players upon request.

6.3 Warm-up Area

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by LCS specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by LCS officials at their discretion.

6.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by LCS officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by LCS officials.

7. League Structure

7.1 Definition of Terms

- 7.1.1 Game.** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 9.5).
- 7.1.2 Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.
- 7.1.3 Split.** Scheduled league play that will occur over an approximately three-month period of time. The 2015 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe). Each split will consist of three phases: (a) Regular Season, (b) Playoffs, which will occur at the conclusion of the Regular Season, and (c) a Promotion Tournament after the Playoffs have concluded.

7.2 Schedule

7.2.1 European Region

- 7.2.1.1 Spring Regular Season (January 22 ~ March 27)
- 7.2.1.2 Spring Playoffs (April 4 ~ 19)
- 7.2.1.3 Summer Promotion (April 25 ~ 26)
- 7.2.1.4 Summer Regular Season (May 28 ~ July 24)
- 7.2.1.5 Summer Playoffs (August 8 ~ 23)
- 7.2.1.6 EU LCS Regional Qualifier (August 29 ~ 31)
- 7.2.1.7 Spring Promotion for 2016 Season (September 5 ~ 6)

7.2.2 North American Region

- 7.2.2.1 Spring Regular Season (January 24 ~ March 29)
- 7.2.2.2 Spring Playoffs (April 4 ~ 19)
- 7.2.2.3 Summer Promotion (April 25 ~ 26)
- 7.2.2.4 Summer Regular Season (May 30 ~ July 26)
- 7.2.2.5 Summer Playoffs (August 8 ~ August 23)
- 7.2.2.6 NA LCS Regional Qualifier (August 29 ~ August 31)

7.2.2.7 Spring Promotion for 2016 Season (September 5 ~ 6)

7.3 Phase Details

7.3.1 Regular Season. This phase consists of ten teams, each playing 18 games per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split. Sides will be pre-determined and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found at www.lolesports.com.

7.3.2 Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:

7.3.3 Three-way tie: A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.

7.3.4 Four-way tie: The teams will be randomly drawn into a “Korean-style” or “dual” bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches;

the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.

- 7.3.5 Five-way tie:** The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.
- 7.3.6 Six-way tie:** The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.
- 7.3.7 Seven-way tie:** The teams will be randomly drawn into a single-elimination bracket, where one team has a bye into the semi-finals. The tournament will require a 3rd-place match and loser's bracket to determine seeding.
- 7.3.8 Eight-way tie:** The teams will be randomly drawn into a single-elimination bracket. The tournament will require a 3rd-place match and loser's bracket (including 7th-place match) to determine seeding.
- 7.3.9 Nine-way tie:** The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the final spot. The tournament will play out until all seeds are determined one through nine.
- 7.3.10 Ten-way tie:** The teams will be randomly drawn into a single-elimination bracket where there are two play-in matches among four teams. The tournament will play out until all seeds are determined one through ten.

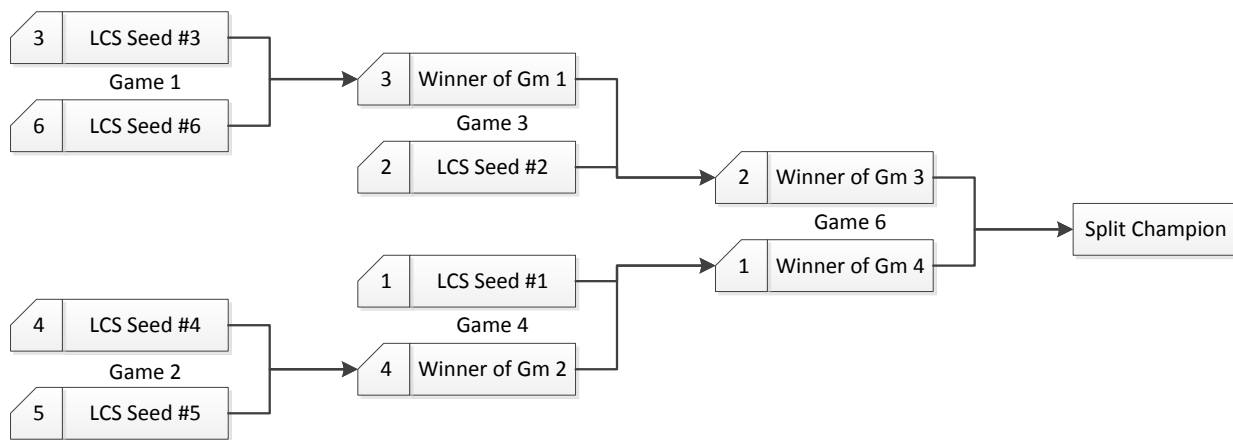
Side selection for all tiebreaker games will be determined by a coin flip.

- 7.3.11 Playoffs.** This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. The 1st- through 7th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (amounts TBD). Each round will consist of best-of-five (Bo5) matches.

League End-of-Split Standings



| Example Split Playoff Bracket – LCS | | | |
|-------------------------------------|------------------|--------------|----------|
| 1 st Round – Bo5 | Semifinals – Bo5 | Finals – Bo5 | Champion |



7.3.12 Championship Points. A team will be awarded points based upon the final placement of the team after the playoffs for each split. The points will be used as a determining factor for World Championship seeding and the regional qualifier. Points will be award in the following way:

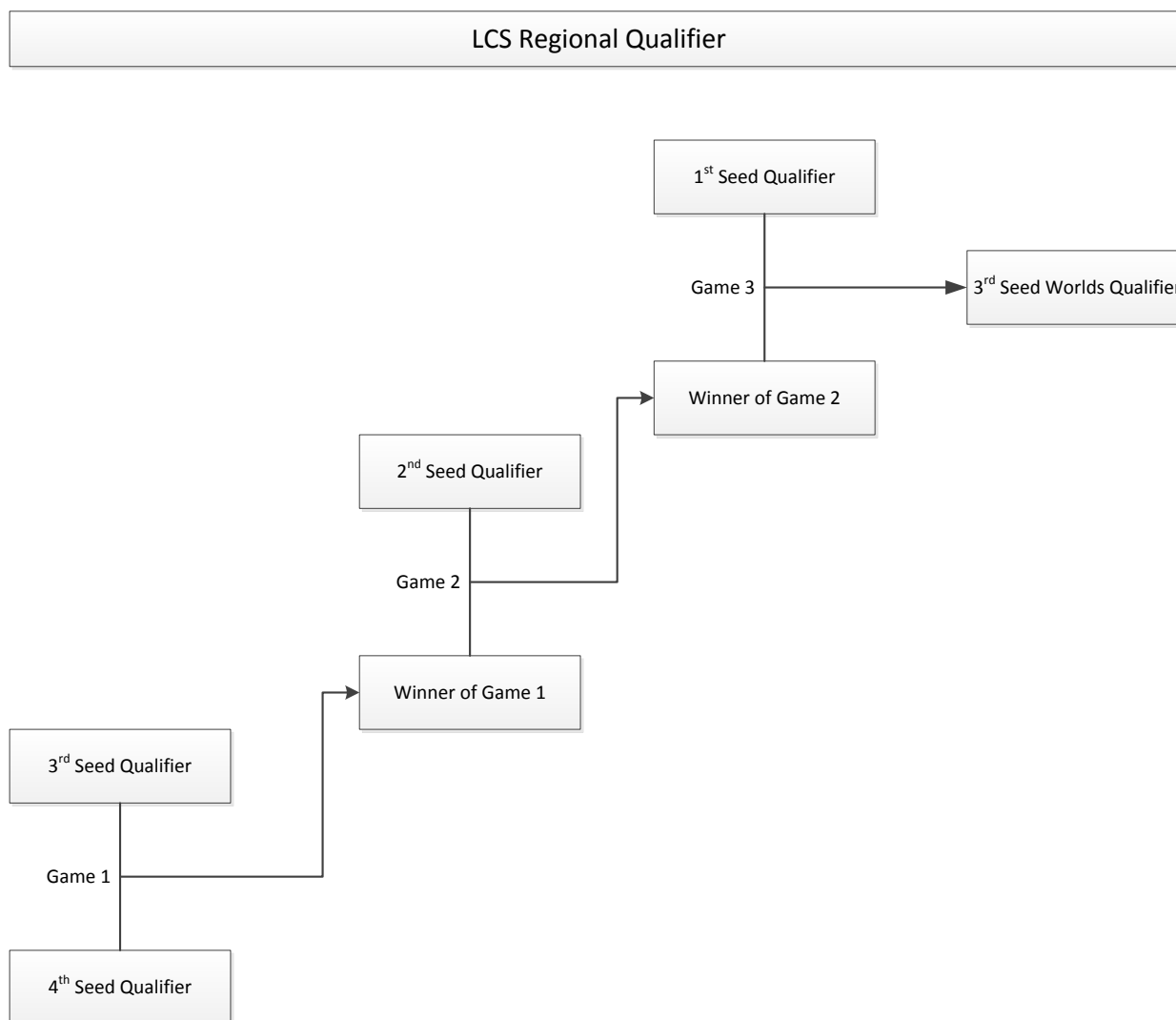
| Place | Spring Split | Summer Split |
|--------------------|--------------|--------------|
| 1 st | 90 | AQ |
| 2 nd | 70 | 90 |
| 3 rd | 50 | 70 |
| 4 th | 30 | 40 |
| 5-6 th | 10 | 20 |
| 7-10 th | 0 | 0 |

The winner of the Summer Split will automatically qualify as the 1st World Championship seed for the region. The team that has accrued the most Championship Points throughout the season will qualify as the 2nd World Championship seed for the region.

If a team that accrued championship points places in the relegation positions during the Summer Split they will lose all of the points they had acquired.

7.3.13 Championship Points Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of the Summer Split, then the team that gained the most points in the Summer Split will be considered the holder of the tiebreaker. In the event that two teams are tied at the 5th-6th position for the Summer Split, then Summer Split regular season win loss record will be the first tiebreaker. If both teams are tied in the Summer Split regular season, then head to head will be used to determine the tiebreaker. Summer Split regular season head to head will include any tiebreaker games needed to determine position.

7.3.14 Regional Qualifier. At the completion of the Summer Split Playoffs, the top 4 remaining teams based on championship points will be seeded into a bracket. The lowest two seeds will compete in game 1. The winner of game 1 will compete against the 2nd qualified seed in game 2. The winner of game 2 will compete against the highest qualified seed in game 3. The winner of game 3 will represent their region as the 3rd seed at the World Championship. All qualifier matches are best of five.



7.3.15 Automatic Relegation. The team that finishes last in the final standings of a split will be automatically relegated into the Challenger Series. This move will coincide with the automatic promotion of the team that finishes the CS playoff in first place.

7.3.16 Promotion Tournament. This phase consists of two matches among the 8th and 9th place finishers in the Regular Season standings against the top two remaining qualifiers from the Challenger Series. The LCS teams will be seeded as described below. The winners of the two matches of the Promotion Tournament will advance to the next split.

The top-seeded LCS team (the 8th place finisher in the LCS regular season) will be allowed to select their opponent from the two eligible amateur teams that advanced from the Challenger Series. The remaining LCS team will face the remaining amateur team. An LCS

team may not select to play against an amateur team within the same organization.

8. Match Process

8.1 Changes to Schedule

LCS may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of an LCS match to a different date or otherwise modify the schedule of matches. In the event that LCS modifies a match schedule, LCS will notify all teams at the earliest convenience.

8.2 Arrival at Studio

Members of a team's Active Roster who are participating in an LCS event must arrive at the studio no later than the time specified by LCS officials.

8.3 Role of Referees

8.3.1 Responsibilities. Referees are LCS officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

8.3.1.1 Checking the team's lineup before a match.

8.3.1.2 Checking and monitoring player peripherals and match areas.

8.3.1.3 Announcing the beginning of the match.

8.3.1.4 Ordering pause/resume during play.

8.3.1.5 Issuing penalties in response to Rule violations during the match.

8.3.1.6 Confirming the end of the match and its results.

8.3.2 Referee Comportment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, coach, owner, or other individual.

8.3.3 Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. LCS officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, LCS officials reserve the right to potentially invalidate the referee's decision. LCS officials will always maintain final say in all decisions set forth throughout the LCS.

8.3.4 Gambling Prohibition. All rules prohibiting gambling on LoL, as found below in Section 10, shall apply to referees without limitation.

8.4 Competitive Patch & Tournament Realm

The 2015 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the LCS.

As a guideline, the competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.

8.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as an LCS competitive patch for all matches on or after 11:59pm, February 8, 2015 unless a week of games or a playoff round has started.

Champions who have not been available on the live service for more than 2 weeks will be automatically restricted. Champions that have undergone reworks will be subject to LCS discretion.

8.4.2 Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all LCS matches on February 15, 2015.

8.5 Pre-Match Setup

8.5.1 Setup Time. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. LCS officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. LCS officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site LCS official or referee and accompaniment by another LCS official. Setup is comprised of the following:

8.5.1.1 Ensuring the quality of all LCS-provided equipment.

8.5.1.2 Connecting and calibrating peripherals.

8.5.1.3 Ensuring proper function of voice chat system.

8.5.1.4 Setting up rune and mastery pages.

8.5.1.5 Adjusting in-game settings.

8.5.1.6 Limited in-game warm-up.

- 8.5.2 Seating Order.** Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.
- 8.5.3 Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an LCS official immediately.
- 8.5.4 Technical Support.** LCS officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.
- 8.5.5 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of LCS officials. Penalties for tardiness may be assessed at the discretion of the LCS.
- 8.5.6 Acknowledgement of Pre-Match Testing.** No fewer than five minutes before the match is scheduled to begin, an LCS official will confirm with each player that their setup is complete.
- 8.5.7 Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.
- 8.5.8 Game Lobby Creation.** LCS officials will decide how the official game lobby will be created. Players will be directed by LCS officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

8.6 Game Setup

- 8.6.1 Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, an LCS official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an LCS official will instruct the room owner to start the game.

The head coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The head

coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

8.6.2 Recording of Pick / Ban Process. Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of LCS officials, the LCS officials will record the official picks/bans and manually abort the game start.

8.6.3 General / Game Settings

8.6.3.1 Map: Summoner's Rift


8.6.3.2 Team Size: 5

8.6.3.3 Allow Spectators: Lobby Only


8.6.3.4 Game Type: Tournament Draft

(See Setup screen below)


Choose Your Map




Summoner's Rift



The Twisted Treeline



The Proving Grounds



The Crystal Scar

Game Options:

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

Name: Regional Quarterfinal A

Password (Optional):

Quit

Create Game

8.7 Pick / Ban Phase & Side Selection

- 8.7.1 Tournament Draft.** LCS officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an LCS official.


- 8.7.2 Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, masteries, or Summoner spells, or for any other reason as determined at the discretion of the LCS.
- 8.7.3 Side Selection.** Teams' sides will be pre-selected during the regular season by LCS as set forth in Section 7.3.1. In the event of a multi-game series, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 11:59pm of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.
- 8.7.4 Draft Mode.** Draft mode proceeds in a snake draft format as follows:
Blue Team = A; Red Team = B
Bans: ABABAB
Picks: ABBAABBAAB
- 8.7.5 Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify an LCS official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an LCS official, the erroneous selection shall be deemed irrevocable.
- 8.7.6 Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

8.7.7 Game Start After Pick/Ban. A game will start immediately after the pick/ban process is complete, unless otherwise stated by an LCS official. At this point, LCS officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as “Free Time.”


8.7.8 Controlled Game Start. In the event of an error in game start or a decision by LCS to separate the pick/ban process from game start, an LCS official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed pick/ban process.

(See Setup screen on next page)


Choose Your Map




Summoner's Rift



The Twisted Treeline



The Proving Grounds



The Crystal Scar

Game Options:

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Blind Pick

Name: Regional Quarterfinal A

Password (Optional):

Quit

Create Game

8.7.9 Slow Client Load. If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

9. Game Rules

9.1 Definition of Terms

- 9.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 9.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 9.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

9.2 Game of Record

A game of record (“**GOR**”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 9.4). Examples of conditions which establish GOR:

- 9.2.1** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 9.2.2** Line-of-sight is established between players on opposing teams.
- 9.2.3** Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- 9.2.4** Game timer reaches two minutes (00:02:00).

9.3 Stoppage of Play

If a player intentionally disconnects without notifying an LCS official or pausing, an LCS official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an LCS official.

- 9.3.1 Directed Pause.** LCS officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the LCS officials, at any time.

9.3.2 Player Pause. Players may only pause a match immediately following any of the events described below, but must signal an LCS official immediately after the pause and identify the reason. Acceptable reasons include:

9.3.2.1 An Unintentional Disconnection

9.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

9.3.2.3 Physical interference with a player (e.g., fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an LCS official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the LCS official, but not to exceed a few minutes. If the LCS official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an LCS official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 9.5).

9.3.3 Resuming the Game. Players are not permitted to resume the game after a pause. After clearance from an LCS official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

9.3.4 Unauthorized Pause. If a player pauses or unpauses a game without permission from an LCS official, it will be considered unfair play and penalties will be applied at the discretion of LCS officials.

9.3.5 Player Communication During Stoppage of Play. For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

9.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of LCS officials. Examples are listed below for purposes of illustration only:

9.4.1 Restarts Before GOR. The following are examples of situations in which a game may be restarted if GOR has not been established.

9.4.1.1 If a player notices that player's rune, mastery, or GUI settings have not applied correctly between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

9.4.1.2 If an LCS official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

9.4.2 Restarts After GOR. The following are examples of situations in which a game may be restarted after GOR has been established.

9.4.2.1 If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

9.4.2.2 If an LCS official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

9.4.3 Restart Protocol. If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. LCS officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the LCS officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a

possible restart at a more advantageous time, then a restart will no longer be granted.

If LCS officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted as per the rules established in Section 9.4. An exception to Rule 9.4 is if the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

This section is applicable if the pause is directed as per Section 9.3.1 and does not limit the ability of an LCS official to institute a restart.

9.4.4 Controlled Environment. Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then LCS officials shall not retain any settings.

9.4.5 Player Confirmation of Settings. Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

9.5 Awarded Game Victory

In the event of a technical difficulty which leads LCS officials to declare a restart, the LCS may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), LCS officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

9.5.1 Gold Differential. The difference in gold between the teams is more than 33%.

9.5.2 Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).

- 9.5.3 Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).

9.6 Post-Game Process

- 9.6.1 Results.** LCS officials will confirm and record game result.
- 9.6.2 Tech Notes.** Players will identify any tech issues with LCS officials.
- 9.6.3 Break Time.** LCS officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled, regardless of whether a team is fully present in the match area at that time. LCS officials may, at their discretion, log in to a player's account and join the game lobby. If only a single player from a team is present in the match area when the pick/ban phase begins, that player may determine all picks/bans for his/her team; however, if no player from a team is present in the match area when the pick/ban phase begins, that team shall be deemed to have forfeited the game.
- 9.6.4 Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

9.7 Post-Match Process

- 9.7.1 Results.** LCS officials will confirm and record the match result.
- 9.7.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.
- 9.7.3 Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.

10. Player Conduct

10.1 Competition Conduct

10.1.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of LCS officials.

10.1.1.1 Collusion. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

10.1.1.1.1 Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

10.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

10.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

10.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

10.1.1.2 Competitive Integrity. Teams are expected to play at their best at all times within any LCS game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

10.1.1.3 Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

10.1.1.4 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of LCS officials, is not functioning as intended.

10.1.1.5 Spectator Monitors. Looking at or attempting to look at spectator monitors.

10.1.1.6 Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

10.1.1.7 Cheating Methods. The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

10.1.1.8 Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

10.1.1.9 LCS Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of LCS officials, violates these Rules and/or the standards of integrity established by LCS for competitive game play.

10.1.2 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by LCS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

10.1.3 Disruptive Behavior / Insults. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

10.1.4 Abusive Behavior. Abuse of LCS officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

10.1.5 Studio Interference. No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of LCS studio personnel.

10.1.6 Unauthorized Communications. All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

10.1.7 Apparel. Team Members may wear apparel with multiple logos, patches or promotional language. LCS reserves the right at all times to impose a ban on objectionable or offensive apparel:

10.1.7.1 Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that LCS, in its sole and absolute discretion, considers unethical.

10.1.7.2 Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

10.1.7.3 Containing any material constituting or relating to any activities which are illegal in any LCS region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

10.1.7.4 Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

10.1.7.5 Advertising any pornographic website or pornographic products.

10.1.7.6 Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject LCS or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

10.1.7.7 Disparaging or libeling any opposing team or player or any other person, entity or product.

10.1.7.8 The LCS reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

10.1.8 Identity. A player may not cover his or her face or attempt to conceal his or her identity from LCS officials. LCS officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or LCS officials. For this reason, any hat with a brim must be worn backwards such that the brim does not interfere with the line of the sight of any camera.

10.2 Unprofessional Behavior

10.2.1 Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

- 10.2.2 Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 10.2.3 Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 10.2.4 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 10.2.5 Statements Regarding LCS, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of LCS, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of LCS.
- 10.2.6 Tribunal Punishment.** If a Team Member is found guilty and punished by the Riot Tribunal, LCS officials may assign an additional competition penalty at their sole discretion.
- 10.2.7 Releasing Information Without Approval.** Teams will be asked to submit paperwork for approval or visibility throughout the LCS season. This paperwork is necessary for maintaining expectations throughout the league. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.
- 10.2.8 Player Behavior Investigation.** If LCS or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL

Terms of Use, or other rules of LoL, LCS officials may assign penalties at their sole discretion. If an LCS official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an LCS official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

- 10.2.9 Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 10.2.10 Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the LCS to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 10.2.11 Confidentiality.** A Team Member may not disclose any confidential information provided by LCS or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 10.2.12 Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, LCS official, Riot Games employee, or person connected with or employed by another LCS team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- 10.2.13 No Poaching or Tampering.** No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any LCS team, nor encourage any such Team Member to breach or otherwise terminate a contract with said LCS team. Violations of this rule shall be subject to penalties, at the discretion of LCS officials. To inquire about the status of a Team Member from another team, managers must contact the management of the team that the player is currently contracted with. The inquiring team must provide visibility to LCS officials before being able to discuss the contract with a player.
- 10.2.14 Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

- 10.2.15 Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of LCS officials.
- 10.2.16 Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.
- 10.2.17 Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the LCS as requested by LCS officials. If the documentation is not completed to the standards set by the LCS then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

10.3 Association with Gambling

No Team Member or LCS official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

10.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that LCS believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the LCS.

10.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the LCS may, without limitation of its authority under Section 10.4, issue the following penalties:

- 10.5.1** Verbal Warning(s)
- 10.5.2** Loss of Side Selection for Current or Future Game(s)
- 10.5.3** Loss of Ban for Current or Future Game(s)
- 10.5.4** Fine(s) and/or Prize Forfeiture(s)
- 10.5.5** Game Forfeiture(s)

10.5.6 Match Forfeiture(s)

10.5.7 Suspension(s)

10.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in LCS. It should be noted that penalties may not always be imposed in a successive manner. LCS, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by LCS.

10.6 Right to Publish

LCS shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

11. Spirit of the Rules

11.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the LCS, and penalties for misconduct, lie solely with LCS, the decisions of which are final. LCS decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2 Rule Changes

These Rules may be amended, modified or supplemented by LCS, from time to time, in order to ensure fair play and the integrity of LCS.

* * *



LCS 2015 Season Official Rules

Exhibit A

| TRADE APPROVAL REQUEST FORM | | | | | |
|--|--|---|---|---|--------------------------|
| LCS Reference Number | | Requested By (Last Name, First Name) | | Date Requested | |
| | | | | | |
| Player Name and Position | Current Team (Pre-Trade) | Current Status Starter/Reserve | Future Team (Post-Trade) | Starter/Reserve | Requested Effective Date |
| Player 1: | | <input type="checkbox"/> S <input type="checkbox"/> R | | <input type="checkbox"/> S <input type="checkbox"/> R | |
| Player 2: | | <input type="checkbox"/> S <input type="checkbox"/> R | | <input type="checkbox"/> S <input type="checkbox"/> R | |
| Player 3: | | <input type="checkbox"/> S <input type="checkbox"/> R | | <input type="checkbox"/> S <input type="checkbox"/> R | |
| Player 4: | | <input type="checkbox"/> S <input type="checkbox"/> R | | <input type="checkbox"/> S <input type="checkbox"/> R | |
| Player 5: | | <input type="checkbox"/> S <input type="checkbox"/> R | | <input type="checkbox"/> S <input type="checkbox"/> R | |
| General Managers | | | | | |
| General Manager Name | Team Name | Mobile Phone | Email Address | | |
| GM 1: | | | | | |
| GM 2: | | | | | |
| GM 3: | | | | | |
| GM 4: | | | | | |
| GM 5: | | | | | |
| Signoffs | | | | | |
| Player | Does Player Have Approval Rights Over Trade? | | Has Player Approved the Trade? | | |
| Player 1: | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | | |
| Player 2: | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | | |
| Player 3: | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | | |
| Player 4: | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | | |
| Player 5: | | | | | |
| Trade Request Resolution | | | | | |
| Trade Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied | | Decision Date | | Effective Date | |
| Decision Made By (name) | | Reason for Decision (if denied) | | | |
| Other Terms and Conditions | | | | | |
| <p>League of Legends Championship Series ("LCS") has established rules for the competitive play for League of Legends ("LoL"). Standardized rules benefit all parties who are involved in commercial activities relating to LoL, including the teams, players and general managers referenced above. The General Manager signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of LoL agree to abide by these rules. Each General Manager further recognizes and agrees that LCS and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Trade Approval Request Form is designed solely to ensure the integrity of the system established by LCS for competitive play of LoL and competitive balance among the teams.</p> | | | | | |
| Authorized Signatures of General Managers | | | | | |
| <p>General Manager, by signing below, confirms that the proposed trades specified in this Trade Approval Request Form comply with the terms and conditions of the League of Legends Championship Series Official Rules, any agreements between the teams and players identified above, and applicable law.</p> | | | | | |
| GM Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____ | | | GM Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____ | | |
| GM Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____ | | | GM Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____ | | |



LCS 2015 Season Official Rules

Exhibit B

| FREE AGENT SIGNING APPROVAL REQUEST FORM | | | | | |
|---|--|---|---|---|---------------|
| LCS Reference Number | | Requested By (Last Name, First Name) | | Date Requested | |
| Free Agent Description | | | | | |
| Player Name and Position | | Current Status | Future Status Starter/Reserve | Requested Effective Date | |
| Player 1: | | Free Agent | <input type="checkbox"/> S <input type="checkbox"/> R | | |
| Player 2: | | Free Agent | <input type="checkbox"/> S <input type="checkbox"/> R | | |
| Player 3: | | Free Agent | <input type="checkbox"/> S <input type="checkbox"/> R | | |
| Player 4: | | Free Agent | <input type="checkbox"/> S <input type="checkbox"/> R | | |
| Player 5: | | Free Agent | <input type="checkbox"/> S <input type="checkbox"/> R | | |
| General Manager | | | | | |
| General Manager Name | | Team Name | | Mobile Phone | Email Address |
| GM: | | | | | |
| Signoffs | | | | | |
| Player Name | | Does Player's Previous Team Have Approval Rights Over the Signing of this Free Agent? (Player is an RFA) | | Has Player's Previous Team Approved the Signing? | |
| Player 1: | | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | |
| Player 2: | | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | |
| Player 3: | | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | |
| Player 4: | | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | |
| Player 5: | | <input type="checkbox"/> Yes <input type="checkbox"/> No | | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | |
| Request Resolution (to be completed by LCS) | | | | | |
| Substitution Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied | | Decision Date | | Effective Date | |
| Decision Made By (name) | | Reason for Decision (if denied) | | | |
| Other Terms and Conditions | | | | | |
| <p>League of Legends Championship Series ("LCS") has established rules for the competitive play for League of Legends ("LoL"). Standardized rules benefit all parties who are involved in commercial activities relating to LoL, including the teams, players and general managers referenced above. The General Manager signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of LoL agree to abide by these rules. Each General Manager further recognizes and agrees that LCS and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Free Agent Signing Approval Request Form is designed solely to ensure the integrity of the system established by LCS for competitive play of LoL and competitive balance among the teams.</p> | | | | | |
| Authorized Signature of General Managers | | | | | |
| <p>General Manager, by signing below, confirms that the proposed Free Agent signing transaction specified in this Free Agent Signing Approval Request Form complies with the terms and conditions of the League of Legends Championship Series Official Rules, any agreements between the teams and players identified above, and applicable law.</p> | | | | | |
| GM Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____ | | | Player 1 Authorized Signature: _____ Name (printed): _____ | | |
| Player 2 Authorized Signature: _____ Name (printed): _____ | | | Player 3 Authorized Signature: _____ Name (printed): _____ | | |
| Player 4 Authorized Signature: _____ Name (printed): _____ | | | Player 5 Authorized Signature: _____ Name (printed): _____ | | |

